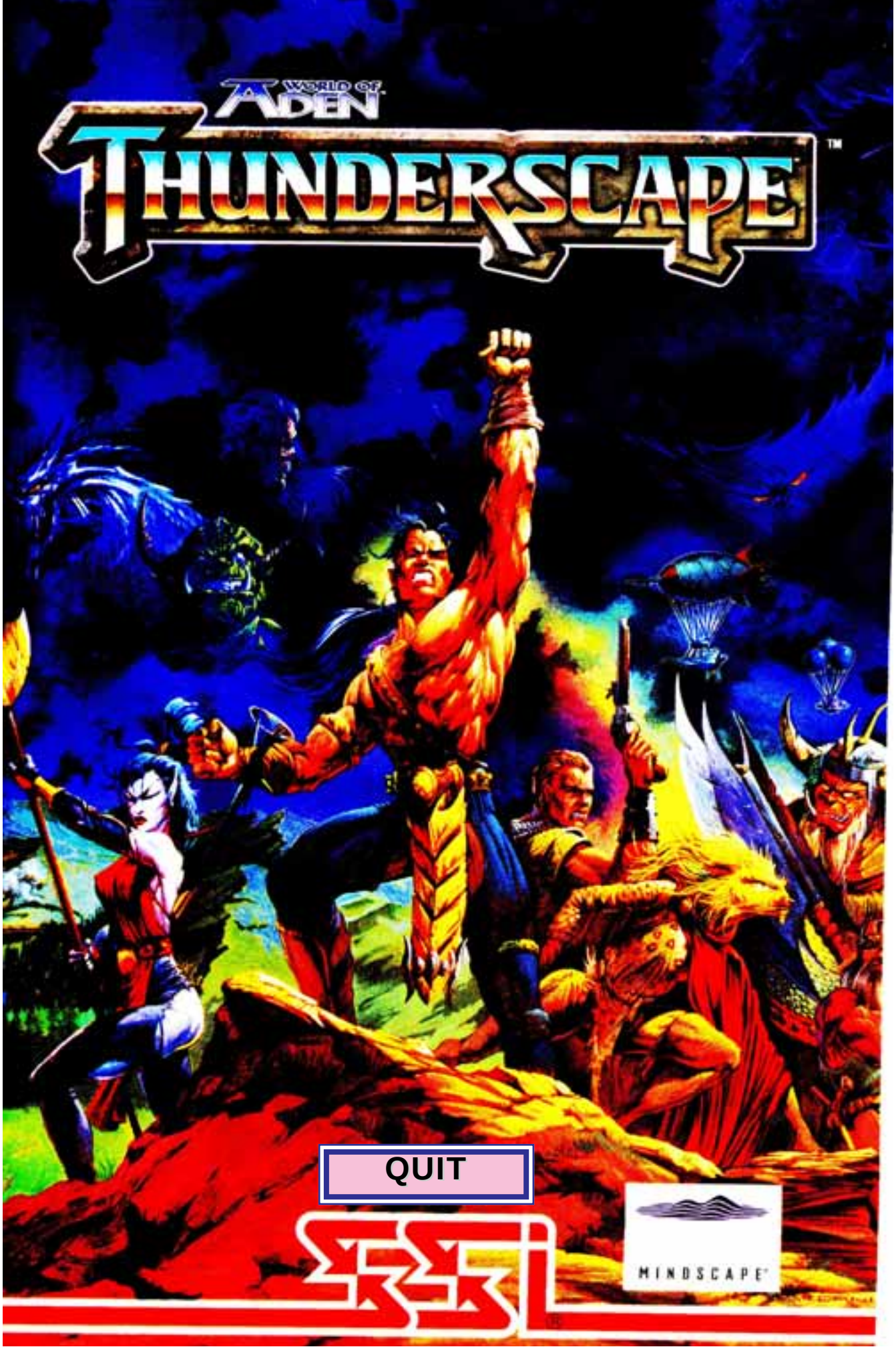
WORLD OF ADEN
THUNDERSCAPE™
QUIT
SSI
MINDSCAPE

Hot Keys

Key	Function
j	Jump
*	Jump
i	Inventory
f	Fire Missile Weapon
c	Cast Spell
s	Save Game
l	Load Game
m	Automap
o	Options
Alt-X	Quit Game

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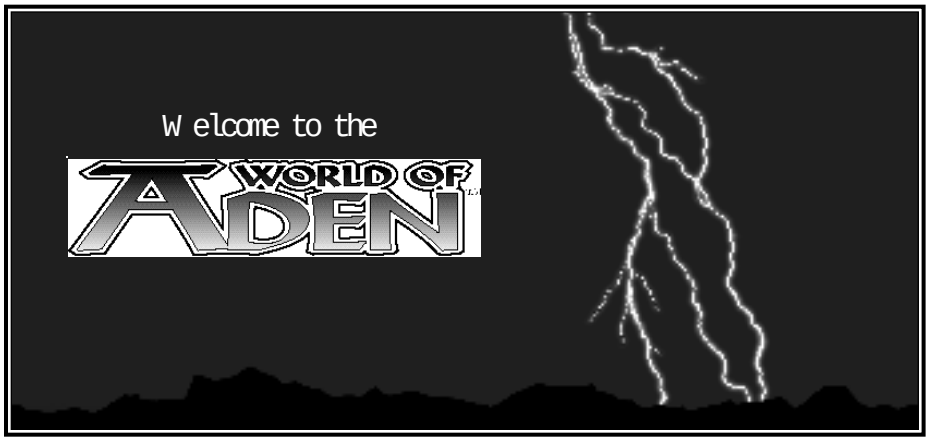


Ten years ago Aden was a world ruled by peace. Its “Golden Age” emphasized knowledge and witnessed the inception of magic and steam-powered technology called “mechamagic.” Then, in a single cataclysmic moment the sun was eclipsed and thousands of horrible creatures rumored only to exist in fairy tales came alive. The cataclysm and the evil it spawned has been called the Darkfall, and the creatures it created are called nocturnals.

Now, as the Darkfall continues to spread its evil across the land, a force of nocturnals has captured the magical shield at Skellon’s Pass. The shield extended across the gap from the Radiant Citadel to Vanguard Keep, and was the only barrier which kept the nocturnal army from invading the Northlands.

The only obstacle standing in the way of the dark army’s advance is a beleaguered group of knights from the Radiant Order. Their one hope is for a daring band of adventurers to retake Skellon’s Pass and reactivate the magical shield’s beacons.

The first computer game set in the WORLD OF ADEN, SSI’s new fantasy realm, THUNDERSCAPE is an adventure game where you control a party of characters who can explore more than twenty dangerous levels, including the Radiant Citadel, Vanguard Keep, and the ruins of Karegh-Konan, an ancient, ruined city of the deep dwarves.

Unless the characters prove their heroism in the valiant battle and reactivate the magical shield at Skellon’s Pass, the nocturnal army and the power of the Darkfall will surely claim all of Aden, forever.

What Comes with This Game?

Your game box should contain this rule book, one THUNDERSCAPE CD, and a data card. The rule book explains game commands and contains handy references on characters, spells, and opponents. To play the game, install your THUNDERSCAPE CD according to the instructions on the data card.

Using the Mouse

In this book, the term “click” means move the cursor to the desired area on the screen and press either the left or right mouse buttons.

“Left-click” means move the cursor to the desired area and press the left mouse button.

“Right-click” means move the cursor to the desired area and press the right mouse button.

Getting Started Quickly

THUNDERSCAPE includes a character generator that allows you to individually design and name the characters for your adventure. To start right away, you may begin with a party of characters already included in a pre-saved game.

Because your success in THUNDERSCAPE depends on an understanding of how the game works and the skills and talents of your characters, you may wish to read on, even when starting with the characters included in the game. The sections “Tutorial/Quick Start,” starting on this page, and “Creating Your Party of Adventurers,” starting on page 17, can be very helpful.

TUTORIAL/QUICK START

This tutorial provides step-by-step suggestions to familiarize you quickly and easily with the basic screens, options, and menus in the first level of THUNDERSCAPE.

After the cinematic introduction, you are given five choices from the Main Game Screen.

® Start the game with the default character party

® Load a saved game

® Create a party of up to four characters

® Run the introduction

® Exit to DOS

For now, choose Start Game to begin with the default character party.

The Adventure Begins

The default party consists of four characters: a fighter, healer, wizard, and a thief.

Known simply as “Gonchar, the Fighter,” this jurak is skilled in swordplay and inflicts additional damage to his opponents due to his high Strength. With ranged weapons, like his short bow, Gonchar can fire missiles at opponents without engaging them in melee combat. If he chooses, Gonchar can even carry a sword and a knife and make two attacks at once.

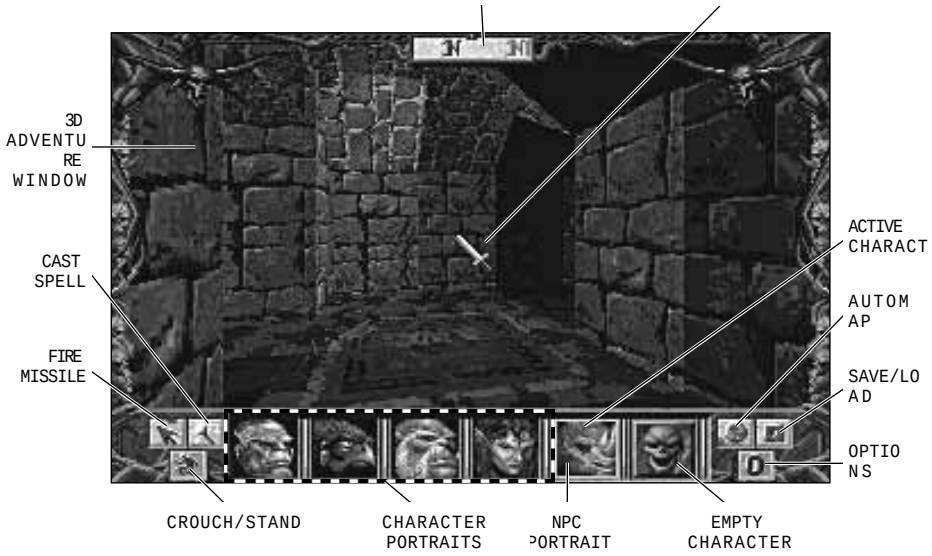
Knowing the most about creatures spawned by the Darkfall, Delias, a human healer, has chosen to dedicate his life to healing whoever fights the nocturnals. His ability to cast healing spells as well as swing an axe makes him a force to be reckoned with. Delias also has a knack for haggling and getting the best deals when he leads the party into a shop. He claims to get the skill from his father, a merchant.

The most intelligent member of the party is Fylo, a goreaux wizard. Like others of his race, he has a natural affinity for casting spells. When in a tight corner where the use of his quarterstaff may be restricted, Fylo often escapes by putting his enemies to sleep, or by blinding them with a flash of brilliant light. Like Gonchar with his short bow, Fylo can also cast spells at a range and avoid the dangers of melee combat.

Turoc Luckrider is a female faerkin whose experience in the art of thievery is unsurpassed. When she leads the party she can use her skills to pick locks, see secret doors, and, if caught stealing equipment, might be able to fast talk her way out of being banned from the store. Armed with a fencing epee and wearing leather armor, she proves to be a quick and effective addition to the party.

Upon their arrival, the characters step onto the dock near a deserted trading post at the foot of the Gray Mountains. For the most part, the villagers have fled to escape the invading nocturnals. Save for a few stalwart survivors such as Theros, the captain of the guard for Vanguard Keep; Finea, a shopkeeper; and Bert, the guardian of the bridge, only the characters dare walk out in the open.

The Adventure Screen



The majority of the game is played through the Adventure Screen. This is where the action takes place and how you control your party of characters. The Adventure Screen has four distinct elements: the 3D Adventure Window presents a first-person view through your characters' eyes; a compass to orient your party in dangerous labyrinths; six character portrait slots; and six Action Buttons. To activate an Action Button, left-click on it.

Action Buttons

Fire Missile
Fire a ranged weapon at a target, without entering melee combat. See the “Cross Hairs” section on page 4 for more information.

Cast Spell
Cast a spell from a distance, without entering melee combat.

Crouch / Stand
The characters assume a crouching posture and gain entrance to hidden or difficult to reach areas. To have the characters stand up, left-click on the button again.

Automap
View the characters’ position and the terrain around them.

Options
Allows you to set the level of difficulty, sound, weapons animations, and the appearance of help text.

Save / Load Game
Allows you save a game, load a game, return to the Adventure Screen, or exit to DOS.

Character Portraits

When the bars next to the characters’ portraits are completely blue, the characters are healthy; when the blue line descends, the characters are injured. Also, when the characters are diseased or poisoned, the border around their portraits changes color to reflect their weakened state. To view a character’s inventory, left-click on his or her portrait.

Active Character

The active character has his or her portrait outlined in red. To select a new character to be active, right-click over his or her portrait. Whoever is the active character uses his or her skills automatically. For example, if the characters come across a locked gate, and if Turoc Luckrider is the active character, her lock picking skill is used when you left-click on the gate.

Note: Items given to the party are placed in the left-most character’s inventory, not the active character’s inventory.

Mouse Pointers

During play, the mouse pointer may change into different icons, representing the following choices.

Sword

The sword is the generic appearance of the mouse pointer in THUNDERSCAPE.

Fist

The mouse pointer turns into a fist when it is passed over doors, or items which can be picked up. To open a door or pick up an item, left-click. To drop a picked-up item, right-click over the 3D Window.

Cross Hairs

When the active character carries a ranged weapon, like a bow, the mouse pointer turns into cross hairs when it is passed over targets which can be shot. To shoot, left-click on the Fire Missile Action Button on the Adventure Screen, then left-click on the target. To stop firing, left-click again on the Fire Missile button.

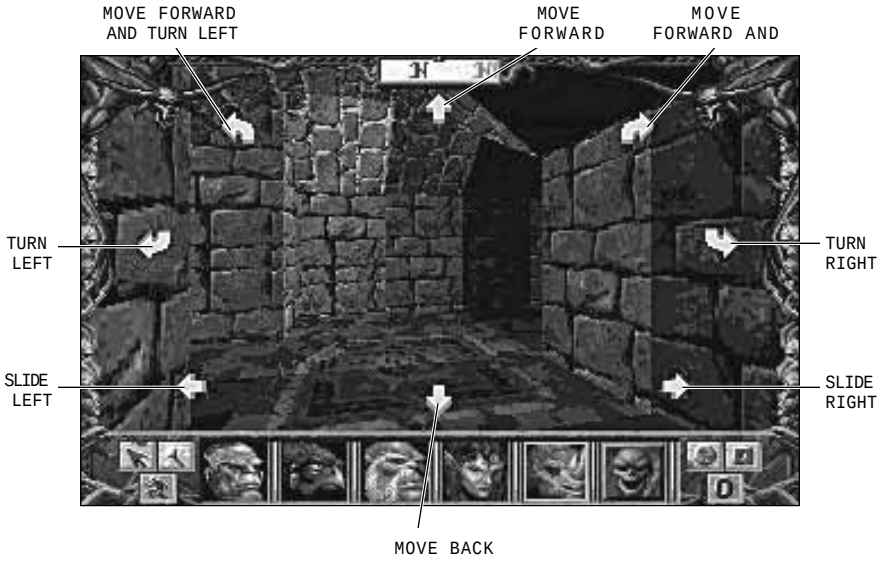
Mouth

When approaching NPCs who can talk to the characters, the mouse pointer turns into a mouth icon. To have the characters speak with the NPC, place the mouth icon over the NPC and left-click.

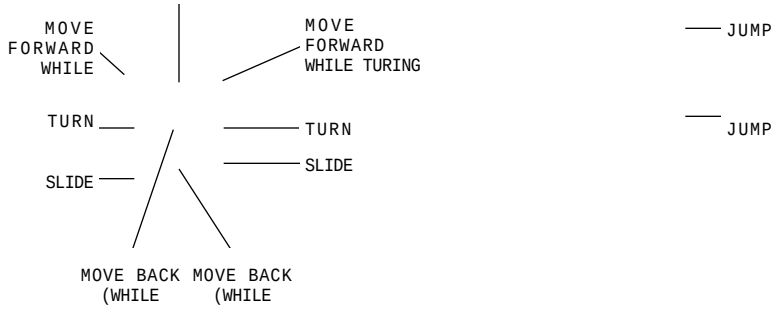
Hourglass

The hourglass icon is displayed while the game is loading.

Movement

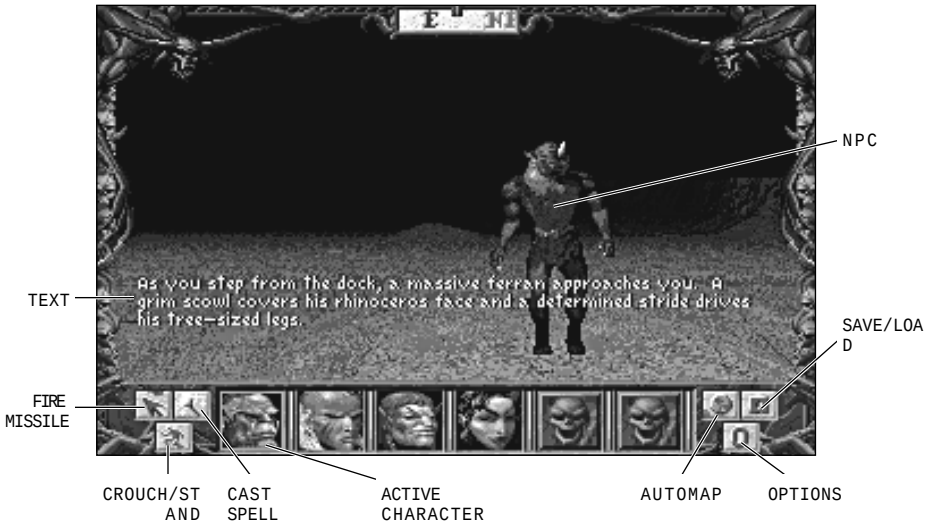


To move, use the keyboard's number pad; or hold down the right mouse button to turn the mouse pointer into an arrow, then move the mouse in the direction you want the characters to go. To jump, use the number pad or hold down the right mouse button and left-click. To run, hold down the left Shift key while moving.



As the characters step off their boat, they are met by the captain of the guard for Vanguard Keep. He is a ferran named Theros who has the head of a rhinoceros and the body of a human. He gives the party a parchment describing the tasks which lay ahead.

NPC Encounters



While created characters can never be dropped from the party, many NPCs (Non-Player Characters) eagerly hope to join your loyal and dedicated characters on their sworn quest.

When an NPC speaks, the dialog may appear on the screen. To view the entire message, press the up or down arrow keys. To continue the discussion, left-click on a highlighted word. Pressing the Enter key selects the first option.

Should you decide to allow an NPC into the party his or her portrait is placed in one of the empty character slots at the bottom of the Adventure Screen. From then on, the new character is handled in the same way as the original characters. If there is no room for a new NPC, another NPC must be dropped.

Note: When NPCs are replaced, they take all their items in inventory with them. For this reason NPCs cannot be given items by the characters, or share equipment.

Once you've learned how to move and decided whether or not to add Theros to the party, explore the cliffs nearby. When the characters are attacked, the Combat Menu appears.

Combat Menu

There are three ways to attack opponents in THUNDERSCAPE: fire ranged weapons, cast spells, or engage in melee combat. The Combat Menu automatically appears if the characters are attacked. If the characters wish to attack before opponents get too close, left-clicking on the Fire Missile or Cast Spell buttons on the Adventure Screen allows ranged weapon and spell attacks.

The Combat Menu presents several attack options represented by icons, depending on your character's skills. If an icon is shaded out, that attack option is not available for that character.

Note: All attacks are based on skill levels. For every 150 points in a skill (100 for martial arts) the character gains another attack (per hand).

To select a single opponent to attack, left-click on it while in combat. The selected opponent then appears to be "highlighted," and all attacks the characters make are directed towards it. If no opponents are selected the characters attack different targets.

Attack Options

To use weapons for melee combat, a character must have them in his or her hands. If an icon is shaded out, then that character does not have that skill or proper weapon in hand.

Standard Attack: A direct attack with the readied weapon, using the character's normal chance to hit.

Berserk Attack: Doubles the chance to hit a target, but increases the character's chance of being hit as well.

Attack for Vitals: A more difficult attack which does more damage to the target than a standard attack.

Feint Attack: An attack which exposes an opponent's weaknesses to the rest of the characters, making the opponent easier to hit.

Mighty Blow: A crushing attack made with clubs or maces, tripling the damage done.

Shield Bash: A standard attack followed by a crushing attack with a shield, but leaves the character without shield defenses.

Kick: A move which, with the skills of a martial artist, can inflict 2-12 points of damage, plus any crushing damage bonuses due to the character's skill and Strength.

Close Combat: Allows the character to engage an opponent in combat with small weapons only, such as knives, dirks, and stilettos. This also reduces the character's chance to defend.

Note: When attacking, characters automatically use half of their weapon skill to parry, their full shield skill to block, or two-thirds of their acrobatic skill to dodge enemy attacks.

Defend Options

Defensive moves can be used for guarded attacks, blocks, or even to flee if an opponent proves too dangerous for the characters to fight.

Defensive Attack: A guarded attack based on half of a character's weapon skill which does less damage, but increases the character's defenses.

Stop Thrust: Available only if the character holds a pole arm weapon, this defensive move allows the character to stand guarded and make a counterattack if he or she is attacked.

Dodge: An evasion of the opponent's attack by using a character's acrobatics skill.

Flee: The characters halt combat and are given the chance to run away from the enemy.

Stealth Options

For times when direct assaults prove ineffective, a character with stealth skills may gain the upper hand against a difficult opponent. Note that a character must first successfully use the hide skill before using backstab.

Hide: Allows a character to slip into nearby shadows and thus prepare for a backstab attack or avoid attacks by unsuspecting creatures.

Backstab: The most effective attack of all, a backstab can inflict up to five times the normal amount of damage to an unsuspecting opponent. Characters cannot backstab with pole arms, guns, or bows.

Ranged Weapon Options

Note: Ranged attacks with bows, guns, or spells can be made before melee combat when the active character carries a ranged weapon. To attack from a distance, left-click on the Fire Missile Action Button. Within melee combat, ranged weapon attack maneuvers can be made by selecting the following icons.

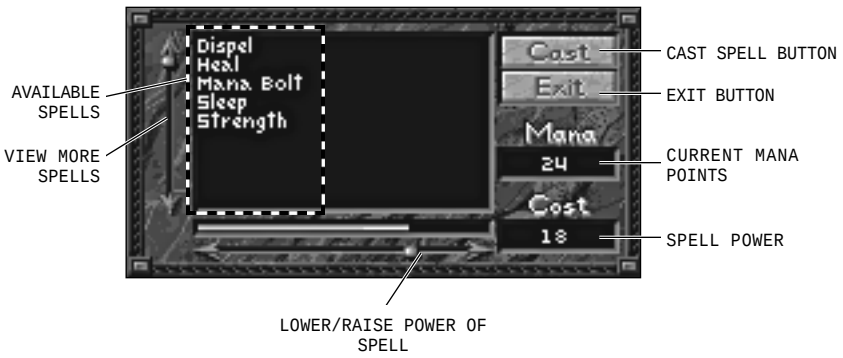
Shoot: Fires the currently held ranged weapon.

Attack for Vitals: Fires the ranged weapon at an opponent's head, where it can do the most damage.

Aim Missile Weapon: For every turn a character aims, he or she receives a 50% increase in the chance to hit. This is cumulative, meaning that if a character aims for three rounds, then attacks, he or she attacks with a +150% chance to hit.

Cast Spell Options

The Cast Spell Options Menu lists the character's spells, the mana points a character has, and how many mana points the spell requires to be cast.



Left-click on the arrow heads at the bottom of the screen to increase or decrease the amount of mana devoted to the currently selected spell. The more mana a spell has, the more powerful it is. To view more spells, left-click on the arrow heads on the left side of the screen. When ready, left-click on Cast to cast the spell. Exit restores the view to the main Combat Menu. Spells can also be cast from the Adventure Screen by left-clicking on the Cast Spell Action Button.

Inventory Options

This icon displays the character's inventory, where weapons can be changed and items like magic wands, potions, or scrolls can be used. This option requires the character's whole turn.

Talk Options

Occasionally encounters can be easily solved or evaded by attempting to talk things out, speaking in a confusing manner, or bribery.

Confuse Foe: Attempt to interrupt the opponent's train of thought by using the fast talk skill.

Parlay: Some opponents may be dissuaded from attacking the party, but only if the characters are willing to initiate discussion.

Bribe: When all else fails, some opponents are willing to take bribes from the characters. Chances are, however, that a nocturnal is more interested in combat than it is in gold.

Execute Last Orders

Repeat the character's orders from the previous round.

Return to Previous Menu or Character

When pressed, this button returns to the previous menu. When at the Combat Menu, the next press of this button leads to the previous character.

After defeating several giant bees, direct the characters to the building north of the dock. It is a small shop where the party can purchase weapons, armor, and other items.

Note: Keep in mind, however, that if thieves like Turoc Luckrider find that they want to try to use their pick pockets skill and steal some equipment from the store, they run the risk of getting the whole party thrown out, and the shopkeeper may not allow them in again.

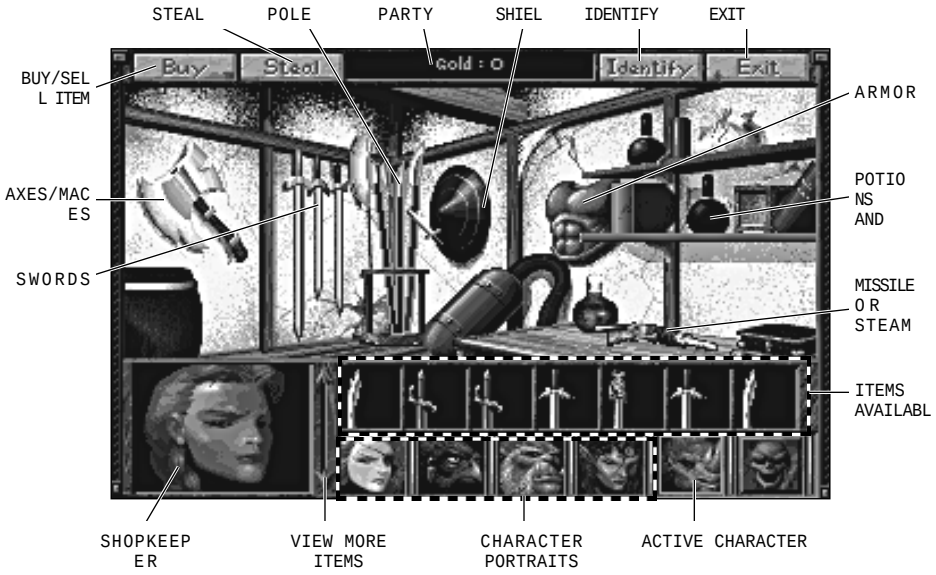
Open Doors / Pick Up Items

To open a door or pick up an item, left-click when the mouse pointer turns into a fist icon.

Left-click on an item, and the mouse icon changes into the item that was picked up. Right-click on a character's portrait to automatically place the item in his or her inventory, or right-click over the 3D Window to drop the item to the ground.

Purchase Items

In THUNDERSCAPE, there are three shops where the characters can buy, sell, steal, or identify equipment during their adventure. Shopkeepers sell everything from standard weapons and armor to magical weapons, ancient artifacts, rings, scrolls, and magical potions. Different shops specialize in different wares.



To see a character's inventory, left-click on his or her portrait, or right-click to make him or her the active character.

After entering a shop, left-click on the type of item your characters wish to purchase. Items for sale appear above the character portraits. To buy an item, left-click on it. To cycle through more items, left-click on the arrows.

To sell equipment, left-click on the Buy/Sell toggle button. When characters sell their weapons, the items which the characters have appear in the item window. To choose an item to sell, left-click on it.

To have a mysterious item identified, left-click on the Identify button, and then on the item to be

identified.

To try a character's luck at stealing, the lead character must have the pick pockets skill. If the character does, then left-click on the Steal button, but be prepared to live with the consequences.

The characters may find that they need more gold to purchase important weapons or items. They are in luck, for some of the nearby caves contain purple and blue gems which can be dug out of the cave walls. The party should be aware, however, that nocturnals inhabit the caves, and should have their weapons in hand and armor equipped.

Screen Text

As the characters explore a level, screen text may appear. Use the arrow keys to view the text and left-click or press Enter to remove the message.

The Inventory Screen

To display a character's inventory, left-click over one of the character portraits at the bottom of the Adventure Screen.

Skills, Spells, Status, and Items

To see a character's skills, spells, status, or items, left-click on the appropriate button.

A character's status is reflected by a green (poison), yellow (acid), or gray (diseased) border around his or her portrait. To see the particular effects, left-click on the Status button.

Item Slots

Each character carries four pouches capable of holding eight items each. Objects you wish your characters to carry with them on the adventure may be placed in the pouches' inventory slots.

Statistics

Between the character mannequin and the character portrait are the character's Strength, Dexterity, Intelligence, Willpower, Health, Race, Gender, current and maximum health points, mana (spell points), level, experience, and the amount of gold the party has.

Character Mannequin

The character's mannequin represents the character's body, upon which can be placed armor and various weapons. Items which are placed on a mannequin are considered ready for use by the character. Items may be placed on the following areas.

® Head: helmet, coif, cap

® Neck / Shoulder: badges, amulets

® Chest / Arms: body armor

® Hands: up to 6 rings, 1 primary weapon, and a secondary weapon or a shield

® Waist: belt

® Legs: leg armor

® Feet: boots

Note: Right-click on the hands to place rings on the character's fingers.

Though male or female figurines are displayed, any clothing found fits any character. To identify an item, simply place the mouse cursor over the item and its name appears.

Along the bottom of the screen are the characters' portraits. To view another character's inventory, simply left-click on his or her portrait.

Drop, Use, or Exit

Drop

To drop an object from a character's inventory, left-click on the item you wish to drop, then left-click on the Drop button. To drop an item from the Adventure Screen, right-click when the item is over the 3D Window.

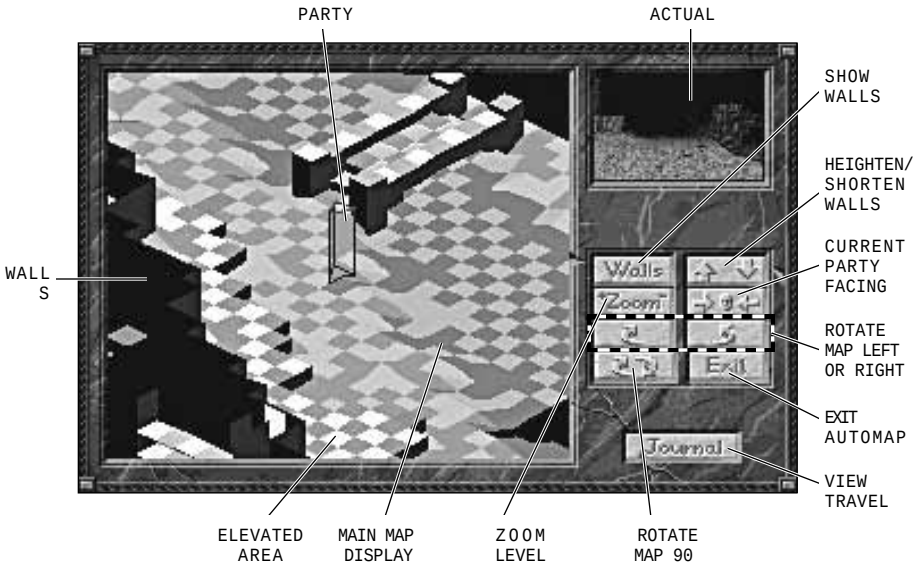
Use
To use an item such as a wand, potion, scroll, or book, right-click on the object, or left-click over the object to be used, then left-click on the Use button.

Exit
Left-click on the Exit button to return to the Adventure Screen.

After your characters are outfitted with weapons and armor, they are ready for battle. The canyon of Skellon's Pass is dangerous, however, and if the characters need to recover from wounds, health points can be regained by healing spells or potions. Characters also regenerate health points slowly when they are not in combat. Mana points, on the other hand, are only regained over time.

After the characters regain their health points, they are ready to begin their quest once more. The automap can be useful in keeping track of where the party has explored, and what remains ahead.

Automap



To get to the automap, select the Automap Action Button in the lower-right corner of the Adventure Screen or press the M key on the keyboard. While the automap is displayed, the game pauses.

Main Map Display

The automap displays approximately 75% of the Adventure Screen. It provides a terraced representation of the area around the party. When first using the automap, the party's position is shown by a flashing prism which shows the party's facing.

Only the terrain the party has actually seen or traveled appears on the map. In this display walls appear purple, doors appear green, and different elevations or floors as darker shades of gray.

To move the display place the mouse pointer in the display and hold down the left mouse button and move the mouse.

Show Walls

Displays walls and fills them in with purple, or removes the color, leaving outlines.

Heighten / Shorten Walls

Raises the walls to show relative height in comparison to each other and the characters. Left-click on this button to heighten the walls, and right-click to shorten the walls.

Zoom Level

Left-click over the Zoom button to increase the zoom level. Right-click over the Zoom button to decrease the zoom level.

Current Party Facing
Resets the automap to the party's original facing and zoom level.

Rotate Map Left / Rotate Map Right
Each button moves the map in the desired direction.

Rotate Map Ninety Degrees
This button or the space bar moves the map in ninety degree increments.

Exit Automap
Returns to the Adventure Screen.

Travel Journal
Records messages or important facts the characters discover.

As the characters explore the canyon, they come across a bridge where a troll named Bert bars their way unless they go find his lost club. Once the club is found and returned to Bert, he asks to join the party.

After crossing the bridge, the characters can use the steam-powered elevator to explore the upper levels of the mountainside. Several caves may harbor secret items . . . or nightmarish nocturnals.

From here on, the characters continue their noble quest. The fate of the Northlands, perhaps even all of Aden, rests in their hands.

Disk Options

As your party explores the rest of the first level of THUNDERSCAPE, you may want to save your current game. To save the game, left-click on the Save / Load Game Action Button on the Adventure Screen.

Save a Game
To save a game, left-click on one of the four spaces you want to save the game to. Then, left-click on the Save button at the bottom of the screen and type in a description.

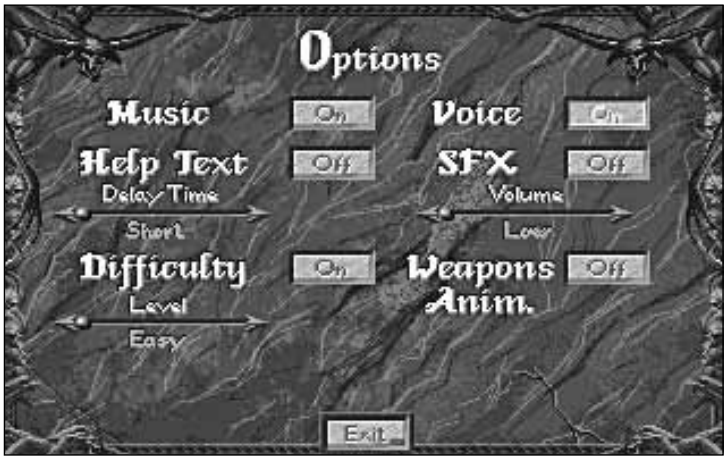
Load a Saved Game
To load a saved game, left-click on the saved game you wish to play, then left-click on Load.

Exit
To exit the disk options screen, left-click on EXIT.

DOS
To return to DOS, left-click on the DOS button.

Game Options

This menu allows you to choose several ways to play THUNDERSCAPE.



Music On / Off
This button turns the music of the game on or off.

Voice On / Off
This button turns NPCs' voices on or off.

Sound Effects (SFX) On / Off
This button turns the sound effects of the game on or off.

Help Text
This button shows or hides a text dialog box which appears for NPCs or places. If the sound effects are turned off, the text automatically appears.

Difficulty
There are three levels of difficulty:

® Easy: Opponents are easier to hit and have fewer health points. Characters receive more skill points when gaining levels.

® Medium: Opponents and characters are normal.

® Hard: Opponents are harder to hit and defeat. Characters receive less skill points/level.

Weapons Animations On / Off
Turning the weapons animations off may increase the speed at which the game runs.

PLAYING IN-DEPTH

After learning the basic menus and options of the game through the Tutorial / Quick Start, you can use this section to create your own set of characters and learn about their archetypes, skills, spells, and weapons.

Creating Your Party of Adventurers

A party may contain up to four characters that you generate, and two Non-Player Characters (NPCs) who join the party as it explores Skellon's Pass. If the party has less than four created characters, then more than two NPCs may join.

To create a party of characters, go to the Main Game Screen and left-click on Create Party. When the Inventory Screen appears left-click on the empty character portrait box outlined in red at the bottom of the screen. When the Create Character Menu appears you may choose to create a Quick or Detailed character.

Quick vs. Detailed Characters

Characters can be created quickly by choosing their race, gender, archetype, and portrait. Detailed characters, on the other hand, are free from archetype restrictions and can have a wider range of weapons and skills.

Race

There are numerous races in the WORLD OF ADEN, and of these, eight are the most common. Each race has special ranges to its abilities. For example, faerkin have the potential for amazing Dexterity, yet have limited Strength. Other races, like humans, are jacks-of-all-trades, and can be good in almost every ability category.

Dwarves

Typically a secretive race, dwarves are short, stout humanoids with ruddy complexions, wide noses, and brawny muscles. Known for their courage and fortitude, dwarves are also known for their mastery of camouflage, stealth, and simple mechanics. Female dwarves wear their hair in long braids, and the men sport beards from an early age. Dwarves have the capacity to be extremely strong and healthy, but may be limited in their Dexterity.

Elves

A noble looking race, elves are tall, thin, and agile. The tips of their ears are pointed, and their eyes have a slight slant to them. Most elves have dark hair, but blond, red, and even silver hair is not uncommon. Elves have a natural affinity with nature and magic, yet most shun mechamagic — a distrust stemming from their arboreal ancestry. Elves can excel in skills which require intelligence and Dexterity, but are limited in their Strength and Health.

Faerkin

Faerkin appear to be a cross between humans and rare faerie folk. They look much like small children, and it is only their pointed ears and streetwise countenance that betrays their true heritage. Although faerkin are slender and only a few feet in height, they compensate for their apparent lack of Strength with cunning, enhanced Health, high Dexterity, and spellcasting potential.

Ferrans

Ferrans are the result of an experiment which mutated animals into humanoid hybrids. Endowed with the Intelligence capacity and general body shape of a human, elf, or dwarf, a ferran keeps his or her animal head, hands or claws, and general musculature. Ferrans are able to draw upon their animal-based Strength and Dexterity to be ferocious in battle, but can often have low Intelligence and Willpower.

Goreaux

Goreaux are short goblinoids with hawkish noses and oversized pointed ears. In general, they have low Strength and Health, but have high Intelligence, Willpower, and Dexterity. More importantly, goreaux are known for their mechanical and magical aptitudes, resulting in powerful mechamages who are often sought to invent devices and weapons to fight the nocturnals. As a race, goreaux have an affinity to cast spells, and their heightened Intelligence allows many of them to be excellent merchants.

Humans

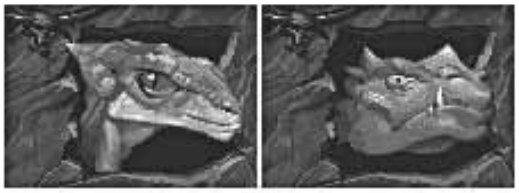
Known as jacks-of-all-trades, humans are the most diverse race in Aden. Humans' skin color ranges from bronze and brown to pale beige, and they have innumerable attitudes and behaviors. They are generally average in all areas, humans are hardier than faerkin and goreaux, and weaker in comparison to juraks, dwarves, and ferrans.

Juraks

Juraks are huge creatures unequaled among the sentient races for Strength and raw might. They have thick hair, bushy eyebrows, and two long tusks which jut out from their massive jaws. Despite their appearance, juraks are cunning, and well-known for their resourcefulness.

Rapacians

Rapacians, or "lizard-men," are a race of humanoid lizards, and are not to be confused with ferrans. Roughly the same size as humans, rapacians can be identified by their color, crest, and stripes. Skilled and cunning hunters, rapacians have exceptional Dexterity and Health, but suffer from low Willpower and Intelligence.



Gender

Choose your characters to be either male or female. There are no penalties or enhancements due to a character's gender.

Archetype

There are eleven archetypes, or occupations, which a character can choose from. Each archetype has skills which a character automatically receives. When creating "detailed" characters, however, there are no defined archetypes.

® RANGER ®

PRIMARY SKILLS:
Sword, Bow
SECONDARY SKILLS:
Stealth, Cast Spells
OTHER SKILLS:
Acrobatics, See Secrets

Rangers feel most at home in the wilderness, where their knowledge and skill with missile weapons cannot be matched.

® ROGUE ®

PRIMARY SKILLS:
Fencing
SECONDARY SKILLS:
Stealth, Acrobatics, Pick Pockets, Lock Picking
OTHER SKILLS:
Martial Arts, Knife

Rogues are most familiar with the crowded (and profitable) streets of cities, where they hone their pick pocketing skills and test their Dexterity.

® SORCERER ®

PRIMARY SKILLS:
Cast Spells
SECONDARY SKILLS:
Firearms, Fencing
OTHER SKILLS:
Pole Arm, Xenology

Having gained mastery over the mysteries of magic, sorcerers are known for their powerful spells and their extensive knowledge of far away races and cultures.

® SWASHBUCKLER ®

PRIMARY SKILLS:
Fencing
SECONDARY SKILLS:
Acrobatics, Stealth
OTHER SKILLS:
Firearms, Martial Arts, Knife

The cold air of Aden's Green Sea calls forth the heart of a swashbuckler. Daring and adventurous, swashbucklers combine the traits of a rogue and fighter.

® THIEF ®

PRIMARY SKILLS:
Knife
SECONDARY SKILLS:
Stealth, Acrobatics, Pick Pocket, Fast Talk
OTHER SKILLS:
Firearms, Lock Picking

Always ducking around a corner, or out of sight, thieves prefer to be neither seen nor heard. A thief's uncanny use of stealth allows him or her to sneak past dozing guards or , when caught, to perhaps be able to "talk" his or her way out tight spots.

® WIZARD ®

PRIMARY SKILLS:
Cast Spells
SECONDARY SKILLS:
Pole Arm, Xenology
OTHER SKILLS:
Merchant

Being the most knowledgeable of all magicians, wizards can cast more spells than sorcerers, but at the cost of being weaker in melee combat.

® Fighter ®

PRIMARY SKILLS:
Sword
SECONDARY SKILLS:
Axes / Maces, Bow, Martial Arts
OTHER SKILLS:
Shield, Firearms

The most common of adventurers in Aden, fighters are always ready for adventure.

® Healer ®

PRIMARY SKILLS:
Cast Spells
SECONDARY SKILLS:
Pole Arm
OTHER SKILLS:
Merchant, Xenology

Healers specialize in the knowledge of the creatures and cultures which inhabit Aden, as well as spellcasting, pole arm weapons, and purchasing equipment.

® Knight ®

PRIMARY SKILLS:
Sword
SECONDARY SKILLS:
Axes / Maces
OTHER SKILLS:
Merchant, Cast Spells, Shield

Since the Darkfall, knights of the Radiant Order have had their devotion and bravery tested by the nocturnals.

® Martial Artist ®

PRIMARY SKILLS:
Martial Arts
SECONDARY SKILLS:
Acrobatics, Sword
OTHER SKILLS:
Stealth

Martial artists are learned in the ways of the spirit and the body. Armed with such knowledge, they need fewer weapons than knights, for their bodies are their weapons. Spinning kicks, dodges, and punches are a martial artist's moves.

® Monk ®

PRIMARY SKILLS:
Martial Arts
SECONDARY SKILLS:
Acrobatics, Cast Spells
OTHER SKILLS:
Stealth, Merchant, Pole Arm

Having achieved mastery over the schools of spellcasting and self-defense, monks are useful in all forms of combat.

Statistics

Statistics are a summary of a character's natural faculties and abilities. The higher the statistic points, the better a character's ability in that area. A character's summary includes the following:

- ® Strength (STR)
- ® Dexterity (DEX)
- ® Intelligence (INT)
- ® Willpower (WILL)
- ® Health (HLT)

When choosing statistic scores for "quick" characters you are given the choice to Reroll, Accept or Reject. The reroll option randomly generates new statistic scores. Health, mana, and skill scores are changed accordingly.

For each "detailed" character, you decide where the remaining 25 statistic points are to go. Each statistic score begins at a value between 3 and 20. Modifications to the base score caused by the character's race are automatically factored in. The highest any score can be is 9 more than the character's base score (unless boosted upward through magic) or race. For example, juraks are the only characters who can have Strengths of 21.

Strength

Strength provides a measure of effectiveness in battle. As the word implies, physical power, muscle, and stamina are being gauged. The higher a character's Strength, the more damage the character can do, as well as wield heavier weapons. See the "Strength Requirements" section on page 33 for more information. Unfortunately, because of their thin builds, elves, faerkin, and goreaux cannot acquire exceptional Strengths.

Dexterity

Dexterity measures both a character's defensive skill capabilities as well as the chance to improve his or her skills more quickly. Accuracy in firing a bow or gun is one advantage of a high Dexterity, the other being that adversaries simply find it harder to hit a quick-moving target. Only faerkin can achieve a score of 21 in Dexterity.

Intelligence

Intelligence is a key factor in a character's non-combat skills and his or her ability to use spells. Wizards in particular must be highly intelligent to learn and use their repertoire of magic. In all, this quality measures memory, reasoning, and learning. All of the major races of Aden can learn spells, and a character with a high Intelligence can learn Intelligence skills more quickly.

Willpower

Willpower measures a character's stamina to both resist magic and assert his or her own will. Characters with high Willpower can resist charm, sleep, disease, and paralyzation spells.

Health

Health measures the fitness and physical toughness of your character. A high score in this area boosts the total number of health points your character receives, and with more health points, your character becomes all the more difficult to seriously injure or kill.

Other Statistics

- ® Health Points (HP)
- ® Mana Points (MP)
- ® Experience Points (EXP)
- ® Level (LVL)
- ® Gold

Five other elements: health points, mana points, experience points, level, and gold, define how well a character is doing at any given point. Unlike race or class, these scores change constantly based on a character's actions (either on what he's doing or on what's being done to him).

Health Points (HP)
Health points act as a measure of the damage your character can sustain. The more health points a character has, the better, but when your character's health points reach zero, he or she is dead. Health points can be regained quickly by a heal spell, or at the normal rate as a character walks about.

Mana Points (MP)
Mana, the life force which pervades all of Aden, fuels a spellcaster's spells. Mana points can only be regained while a character walks about.

Experience Points (EXP)
All characters begin the game with zero experience points, and earn more as they gain experience levels. Experience points are earned by defeating monsters and successfully using skills.

Level
Level measures how much a character has learned and is raised automatically when a character gains enough experience points. When a character rises in level his or her health points, skill points, mana points, and available spells increase. The new skill points can be used to improve current skills, or develop new skills.

Gold
The amount of gold the party has is shown, not what each individual character can spend. This is important to remember when purchasing new equipment.

Skills

A character may have a total of twenty skills, organized into two categories: combat, and non-combat; the base rate of each skill is determined by the character's Dexterity or Intelligence scores.

To succeed with a skill, the character's skill is measured against an opponent's skill. Depending on how often a character successfully uses a skill, his or her percentage in that skill can increase.

When creating a "detailed" character, he or she has 100 points to spend on skills, and 500 gold coins to spend on weapons and armor. Only 75 points may be allotted to one skill when creating characters.

Combat Skills

The base chance for success of a character's combat skills are determined by the character's Dexterity score. If the character has no skill points, or has low skill in an area, then the character's chance of success is equal to his or her Dexterity. For example, since Gonchar the jurak has a 15 Dexterity, then he makes all Dexterity-based skills at a base chance of 15%, even if he has 3 points in a skill. When his skill points rise above his Dexterity (16 or higher), then he uses his skill points instead.

Acrobatics
The ability to perform acrobatic and gymnastic stunts, roll, take falls, dodge, and so on. A character with the acrobatic skill suffers less damage from falling.

Axes / Maces
The ability to use any short or middle-sized unbalanced weapon, such as an axe, hatchet, mace, or maul.

Bows
The ability to use any sort of bow and arrow, including short bow, long bow, or crossbow.

Cast Spells
All of the eight major races of Aden can cast spells. All that needs to be done is for the character to choose the cast spells skill. The number of spells a character can know is determined by the character's Intelligence.

Fencing
The ability to use the fencer's weapons — rapier, small sword, and saber. With these weapons, a character who has the fencing skill gains an enhanced parry ability.

Firearms
The ability to use black powder or steam-powered weapons such as pistols, muskets, and spore launchers.

Knife
The ability to use any type of knife, dagger, or stiletto.

Martial Arts
The general skill of trained punching and kicking. The character may parry with either hand as though it were a weapon, as well as increase the amount of damage the character inflicts on an enemy. A character who has the martial arts skill gains an enhanced parry ability.

Pole Arms
The ability to use any very long, unbalanced pole weapon, including the glaive, halberd, and spetum.

Shield
This ability increases a character's bonus to defend against enemy attacks. Also, with a high skill percentage, a character uses a block instead of a parry, and can attack an opponent with a shield bash for more damage.

Stealth
The ability to move silently so as to sneak up on opponents and make surprise attacks or backstabs.

Swords
The ability to use a long (three- to four-foot) bladed weapon.

Non-Combat Skills

All non-combat skills are determined by a character's Intelligence score; the higher the character's Intelligence, the better base chance he or she has at each skill.

For example, since Fylo the goreaux has a 20 Intelligence, then he makes all Intelligence-based skills at a base chance of 20%, even if he has 3 points in a skill. When his skill points rise above his Intelligence (21 or higher), then he uses his skill points instead.

Fast Talk
The skill of persuading others into doing things against their better judgment.

Lock Picking
The ability to open locks without keys.

Merchant
The ability to haggle effectively and acquire items for reasonable prices.

Pick Pockets
The ability to steal armor, weapons, or items from unsuspecting shopkeepers.

See Secrets
The ability to see doors or traps as they are, unobstructed by magical or other means. The higher the skill, the more easily the character detects hidden areas.

Xenology
One of the most useful skills, xenology allows a character to know background information about an opponent as they fight. Information known includes a creature's maximum and current health points, its armor, and vulnerabilities. Also, the more points a character has in this skill, the more reliable the information is.

Note: To use this skill in combat, right-click on the opponent.

Spells

All of the eight major races of Aden can cast spells. The only requirement is that they have spellcasting as a skill. The spells below and on the following pages are listed in alphabetical order. Each spell has a mana point requirement in order for the spell to be cast. Also, to increase the spell's power, more mana points may be spent. In order for a spell to be learned, however, the caster must have the minimum amount of points in his or her cast spell skill. Bonuses to spells occur when the skill points reach a noted increment, above the minimum cast spell skill.

® Acid Bolt

COST TO CAST: 2 **COST TO INCREASE**: 2
MINIMUM CAST SPELL SKILL: 80 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One creature within close range
EFFECT: Creates an acid-tipped bolt of magic which unerringly strikes one target. The more powerful the spell, the more damage inflicted.

® Acid Rain

COST TO CAST: 10 **COST TO INCREASE**: 10
MINIMUM CAST SPELL SKILL: 120 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: All creatures within close range
EFFECT: Creates a burning cloud of acid which inflicts several points of acid damage. The more powerful the spell, the more damage inflicted.

® Aid

COST TO CAST: 16 **COST TO INCREASE**: 8
MINIMUM CAST SPELL SKILL: 100 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: The party
EFFECT: Heals all characters of several points of melee damage, all disease damage, and cures poison. The more powerful the spell, the more points healed.

® Armor

COST TO CAST: 2 **COST TO INCREASE**: 8
MINIMUM CAST SPELL SKILL: 1 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One character
EFFECT: Increases the resistance of a character's armor +1 against cutting, impaling, or

crushing attacks for one minute per level of the caster.

® Banish

COST TO CAST: 16 **COST TO INCREASE**: 10
MINIMUM CAST SPELL SKILL: 100 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One creature
EFFECT: Attempts to banish a nocturnal to the nether world. The more powerful the spell, the better chance of success.

® Charm

COST TO CAST: 6 **COST TO INCREASE**: 6
MINIMUM CAST SPELL SKILL: 50 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One creature
EFFECT: Leads a creature to think it's fighting on the characters' side and attacks other creatures. The more powerful the spell, the better chance of success.

® Cure Poison

COST TO CAST: 6 **COST TO INCREASE**: 2
MINIMUM CAST SPELL SKILL: 50 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One character
EFFECT: Cures several points of poison damage. The more powerful the spell, the more points healed.

® Death

COST TO CAST: 20 **COST TO INCREASE**: 20
MINIMUM CAST SPELL SKILL: 125 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One creature
EFFECT: Attempts to remove the life essence of one creature. The more powerful the spell, the better chance of success.

® Disintegrate

COST TO CAST: 14 **COST TO INCREASE**: 8
MINIMUM CAST SPELL SKILL: 150 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One creature
EFFECT: Attempts to disperse a creature's life force and kill it. The more powerful the spell, the better chance of success.

® Dispel

COST TO CAST: 4 **COST TO INCREASE**: 4
MINIMUM CAST SPELL SKILL: 1 **SKILL BONUS INCREMENT**: 75

AREA OF EFFECT: One character
EFFECT: Removes magical effects from one party member.

® Fire Ball

COST TO CAST: 8 **COST TO INCREASE**: 8
MINIMUM CAST SPELL SKILL: 110 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: All creatures within close range
EFFECT: Creates a magic sphere of flame which inflicts several points of fire damage to opponents in close range. The more powerful the spell, the more damage inflicted.

® Flash

COST TO CAST: 5 **COST TO INCREASE**: 5
MINIMUM CAST SPELL SKILL: 1 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: All creatures within close range
EFFECT: Creates a magic burst of blinding light which lowers the affected creatures' skills in combat.

® Haste

COST TO CAST: 15 **COST TO INCREASE**: 15
MINIMUM CAST SPELL SKILL: 110 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One character
EFFECT: Increases the number of attacks and the initiative of one character.

® Heal

COST TO CAST: 75 **COST TO INCREASE**: 2
MINIMUM CAST SPELL SKILL: 1 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One character
EFFECT: Heals several points of damage of one character. The more powerful the spell, the more points healed.

® Ice Missile

COST TO CAST: 10 **COST TO INCREASE**: 5
MINIMUM CAST SPELL SKILL: 125 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One creature
EFFECT: Creates a serrated shard of ice which inflicts several points of impaling and cold damage. The more powerful the spell, the more damage inflicted.

® Lightning Bolt

COST TO CAST: 8 **COST TO INCREASE**: 4
MINIMUM CAST SPELL SKILL: 100 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: A straight path
EFFECT: Launches a bolt of electricity which inflicts several points of damage to all monsters in its path. The more powerful the spell, the more damage inflicted.

® Maelstrom

COST TO CAST: 40 **COST TO INCREASE**: 20
MINIMUM CAST SPELL SKILL: 200 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: All creatures within close range
EFFECT: Creates a swirling funnel of water, inflicting several points of crushing and electricity damage. The more powerful the spell, the more damage inflicted.

® Magical Barrier

COST TO CAST: 20 **COST TO INCREASE**: 4
MINIMUM CAST SPELL SKILL: 130 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: The party
EFFECT: Increases all characters' armor protection by 1. For example, manite chain chest armor (which has armor protection 8 vs. impaling weapons) rises to armor protection 9 vs. impaling weapons.

® Mana Bolt

COST TO CAST: 3 **COST TO INCREASE**: 3
MINIMUM CAST SPELL SKILL: 1 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One creature
EFFECT: Creates a magic bolt which always hits its target doing several points of damage. The more powerful the spell, the more damage inflicted.

® Mystic Net

COST TO CAST: 6 **COST TO INCREASE**: 4
MINIMUM CAST SPELL SKILL: 1 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: Creatures within close range
EFFECT: The spellcaster weaves a magical web which immobilizes creatures for several rounds.

® Poison Dart

COST TO CAST: 8 **COST TO INCREASE**: 6
MINIMUM CAST SPELL SKILL: 100 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: One creature
EFFECT: A magical dart which inflicts numerous points of poison damage per level of the caster. The more powerful the spell, the more damage inflicted.

® Raise Dead

COST TO CAST: 50 **COST TO INCREASE**: 2
MINIMUM CAST SPELL SKILL: 200 **SKILL BONUS INCREMENT**: 100

AREA OF EFFECT: One character
EFFECT: Returns life to a dead character, but lowers his or her Health 1 point, permanently. The more powerful the spell, the more points healed after the character has been brought back to life.

® Sleep

COST TO CAST: 4 **COST TO INCREASE**: 4
MINIMUM CAST SPELL SKILL: 1 **SKILL BONUS INCREMENT**: 50

AREA OF EFFECT: Any monster group within close range
EFFECT: Commands a group of creatures to sleep. The more powerful the spell, the better chance of success.

® Slow

COST TO CAST: 8
COST TO INCREASE: 8
MINIMUM CAST SPELL SKILL: 90
SKILL BONUS INCREMENT: 50

AREA OF EFFECT: A group of creatures
EFFECT: Decreases creatures' movement and their number of attacks and initiative. The more powerful the spell, the better chance of success.

® Spit Fire

COST TO CAST: 20
COST TO INCREASE: 20
MINIMUM CAST SPELL SKILL: 125
SKILL BONUS INCREMENT: 50

AREA OF EFFECT: One creature
EFFECT: One of the most potent spells, spit fire is the equivalent of dragon's breath and inflicts numerous points of damage to one creature close to the party. The more powerful the spell, the more damage inflicted.

® Strength

COST TO CAST: 2
COST TO INCREASE: 2
MINIMUM CAST SPELL SKILL: 1
SKILL BONUS INCREMENT: 50

AREA OF EFFECT: One character
EFFECT: Adds 1 point of Strength for as many minutes as the caster's level.

® Whirlwind

COST TO CAST: 30
COST TO INCREASE: 15
MINIMUM CAST SPELL SKILL: 175
SKILL BONUS INCREMENT: 50

AREA OF EFFECT: All creatures in combat or within close range
EFFECT: The spellcaster summons a small tornado which crushes nearby creatures for numerous points of damage. The more powerful the spell, the more damage inflicted.

Equipment

Equipment such as armor and weapons can be found as treasure or bought from merchants at three shops. Left-click on the arrowheads to scroll through the list of available equipment, then left-click again on the desired equipment. The cost is automatically subtracted. Detailed characters start with 500 “crests” (gold coins) to spend.

Armor

Armor protects the characters from different types of damage. The better the armor, the better the character’s chance of protection. For example, armor with a 6 rating can block 1 - 6 points of damage. Some armor, however, has better ratings for different types of damage. For example, chain armor is more effective against weapons which inflict cutting damage, and less effective against impaling or crushing damage.

Armor Table

SHIELD	DEFENSE BONUS	COST	WEIGHT	MINIMUM ST
Buckler	10	50	2	5
Medium Shield	40	500	16	13
Round Shield	30	200	12	11
Small Shield	20	100	8	7
Tower Shield	50	1000	30	18

ARMOR	IMPALING	CUTTING	CRUSHING	COST	WEIGHT
Fur Chest	1	1	1	40	8
Fur Leggings	1	1	1	20	2
Fur Cap	1	1	1	10	1
Fur Boots	1	1	1	10	1
Leather Chest	2	2	2	150	12
Leather Leggings	2	2	2	65	4
Leather Boots	2	2	2	20	1
Leather Cap	2	2	2	20	1
Ring Chest	1	4	2	500	25
Ring Leggings	1	4	2	250	15
Chain Chest	3	4	2	1000	25
Chain Leggings	3	4	2	450	15
Chain Coif	3	4	2	100	4
Plate Chest	6	6	6	2500	45
Plate Leggings	6	6	6	1750	25
Pot Helm	6	6	6	200	5
Great Helm	7	7	7	400	6

ARMOR	IMPALING	CUTTING	CRUSHING	COST	WEIGHT
Mithril Chain Chest	4	5	3	10000	12
Mithril Chain Leggings	4	5	3	4500	7
Mithril Chain Coif	4	5	3	1000	2
Mithril Plate Chest	7	7	7	25000	21
Mithril Plate Leggings	7	7	7	17500	10
Mithril Pot Helm	7	7	7	2000	3
Mithril Great Helm	8	8	8	4000	3
Manite Chain Chest	8	9	7	100000	25
Manite Chain Leggings	8	9	7	45000	15
Manite Chain Coif	8	9	7	10000	4
Manite Plate Chest	10	10	10	250000	45
Manite Plate Leggings	10	10	10	175000	25
Manite Pot Helm	10	10	10	20000	5
Manite Great Helm	11	11	11	40000	6

Weapons / Weapon Damage

In THUNDERSCAPE there are several different kinds of damage which weapons or magic can inflict. Fire, cold, and electricity inflict direct damage, while acid and poison are continual damage attacks (they affect characters after battles have been fought). In general, the characters experience three main types of armor and weapon damage.

Impaling

Impaling damage inflicts double the weapon's damage after penetrating a target's armor.

Cutting

Cutting damage inflicts an additional 50% of weapon damage after penetrating armor.

Crushing

Blunt damage inflicts the normal amount of weapon damage after penetrating armor.

Maximum Damage

Each weapon has a maximum damage which it can do. This number is not modified or raised due to a character's Strength.

Strength Requirements

Each weapon has a Strength requirement which a character must meet, or suffer a penalty to the damage the weapon inflicts. For example, a character with a Strength of 9 who wields a broadsword (ST requirement of 10) suffers -1 penalty to the damage he or she can cause. In due course, if the character has more than a weapon's required Strength, he or she gains additional points of damage with the weapon. For example, a character with a Strength of 13 can use the same broadsword and get +3 to the amount of damage. Keep in mind, however, that weapons cannot inflict more than their maximum damage, no matter what a character's Strength.

Weapon Table

Swords

WEAPON NAME	DAMAGE	MAX DAM.	TYPE	ST	HANDS	COST	WEIGHT
Bastard Sword	5-15	20	Cutting	11	2	250	8
Broadsword	4-9	16	Cutting	10	1	400	4
Claymore	3-18	25	Cutting	15	2	2000	10
Falchion	7-12	18	Cutting	14	1	900	8
Gladius*	1-6	10	Impaling	10	1	300	3
Kama	5-10	18	Cutting	13	1	650	4
Katana	3-13	22	Cutting	12	1	3000	5
Khopesh	5-10	15	Cutting	14	1	250	7
Long Sword	2-12	18	Cutting	11	1	500	4
Scimitar	3-8	14	Cutting	8	1	250	4
Short Sword*	1-6	12	Cutting	8	1	75	3
Two Handed Sword	4-24	30	Cutting	17	2	2500	15

Fencing

WEAPON NAME	DAMAGE	MAX DAM.	TYPE	ST	HANDS	COST	WEIGHT
Cutlass	5-10	17	Cutting	11	1	1500	4
Epee	2-7	12	Impaling	8	1	200	2
Foil	2-7	12	Impaling	6	1	350	2
Rapier^	3-8	14	Cutting	8	1	800	2
	2-7	14	Impaling	8	1	800	2
Sabre	4-9	15	Cutting	9	1	500	2
Small Sword*	1-6	8	Impaling	5	1	100	1

Knives

WEAPON NAME	DAMAGE	MAX DAM.	TYPE	ST	HANDS	COST	WEIGHT
Dagger*	1-5	8	Impaling	6	1	50	1
Dirk*	1-4	7	Impaling	6	1	20	1
Knife*	1-3	6	Impaling	6	1	10	1
Kukri*	4-9	16	Cutting	12	1	1500	2
Main-Gauche*	1-6	10	Impaling	7	1	100	1
Stiletto*	2-7	10	Impaling	8	1	500	1

Axes / Maces

WEAPON NAME	DAMAGE	MAX DAM.	TYPE	ST	HANDS	COST	WEIGHT
Battle Axe	2-12	18	Cutting	11	1	1000	7
Battle Mace	3-18	25	Crushing	15	2	1500	17
Club	1-6	10	Crushing	6	1	10	2
Flail	2-12	18	Crushing	11	1	500	6
Great Axe	4-24	30	Cutting	17	2	2500	17
Great Hammer	4-24	30	Crushing	17	2	2000	18
Hand Axe	1-4	10	Cutting	6	1	20	2
Huntsman's Axe	2-10	16	Cutting	10	1	800	5
Mace	4-9	14	Crushing	9	1	200	4
Maul	5-30	40	Crushing	18	2	2500	20
Morning Star	2-14	22	Crushing	13	1	800	6
Spiked Club	2-7	12	Crushing	8	1	40	3
Two Handed Axe	6-16	22	Cutting	15	2	1500	15
War Hammer^	2-11	18	Crushing	10	1	600	6
	3-8		Impaling				

Pole Arms

WEAPON NAME	DAMAGE	MAX DAM.	TYPE	ST	HANDS	COST	WEIGHT
Awl Pike^	2-14 3-8	18	Cutting Impaling	13	2	1500	12
Bardiche^	2-12 2-7	14	Cutting Impaling	10	2	400	7
Glaive^	3-18 2-12	23	Cutting Impaling	14	2	1800	8
Halberd	4-24	30	Cutting	17	2	2000	16
Long Spear	4-9	18	Impaling	11	2	500	8
Military Fork	3-8	12	Impaling	10	2	300	7
Quarterstaff	3-8	10	Crushing	8	2	20	4
Scythe	3-13	15	Cutting	13	2	250	7
Spear	3-8	10	Impaling	10	2	150	5
Spetum	3-8	15	Impaling	11	2	400	7
Trident	3-18	22	Impaling	14	2	2500	5

Bows

WEAPON NAME	DAMAGE	MAX DAM.	TYPE	ST	HANDS	COST	WEIGHT
Composite Bow	4-9	9	Impaling	12	2	1000	3
Crystal Bow	5-20	20	Impaling	16	2	25000	3
Heavy Crossbow	2-12	12	Impaling	9	2	1500	14
Light Crossbow	2-7	7	Impaling	9	2	200	7
Long Bow	3-8	8	Impaling	11	2	300	3
Short Bow	1-6	6	Impaling	9	2	100	2
Sling	1-4	4	Crushing	8	2	50	1

Guns

WEAPON NAME	DAMAGE	MAX DAM.	TYPE	ST	HANDS	COST	WEIGHT
Hand Cannon	5-15	15	Impaling	14	2	10000	18
Hand Gun	2-7	7	Impaling	10	2	600	4
Musket	2-12	12	Impaling	12	2	5000	13
Zip Gun	1-5	5	Impaling	9	2	400	2

Steam-Powered Weapons

WEAPON NAME	DAMAGE	MAX DAM.	TYPE	ST	HANDS	COST	WEIGHT
Auto Crossbow	6-21	21	Impaling	14	2	2000	10
Needler Pistol	1-2	2	Impaling	12	2	1500	2
Spore Launcher	0	0	Spell Effect	10	2	1000	10
Steam Thrower	3-18	18	Spell Effect	14	2	1000	10

* Weapons which can be carried and used with other weapons for double attacks.

^ Weapons which inflict two types of damage.

BESTIARY

Nocturnals were once only creatures described in fairy tales or nightmares. During the eclipse named “the Darkfall,” however, these creatures were given life and now wreak havoc in all reaches of Aden. They come in all shapes and sizes, and while some are intelligent, and others hide and strike from dark shadows, all are undeniably evil.

Dark Dwarf

Since the Darkfall, dwarves who have succumbed to the enticement of eternal power have been named “dark dwarves.” Once corrupted, dark dwarves leave their mountain homes and are consumed with the aim to spread as much hatred and fear as possible. Dark dwarves wear thick armor, wield hand or huntsmans’ axes, and some are spellcasting shamans.

Dark Ferran

Among nocturnals raveners and satyrs are known for having the most gruesome appetite for bloodshed. The creatures appear to have at one time been ferrans who were corrupted by the Darkfall. Generally of low Intelligence and moderate Strength, raveners attack adventurers head on. Satyrs, however, are more intelligent, and have been known to plan and execute deadly attacks.

Demon

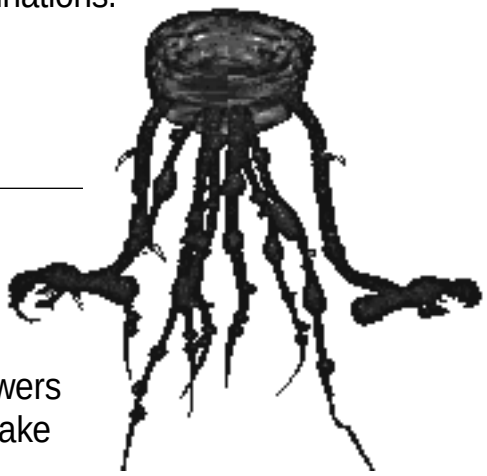
The demons of Aden used to inhabit only fairy tales where they were quickly vanquished by knights in shining armor. During the Darkfall, however, these mythological demons were given “life,” as were many other nightmares. Demons are unique in that they are summoned from the magical fires around the City of Regorra, on the Burning Coast. Three kinds of demons are prevalent in Skellon’s Pass: Shadow, Smoke, and Fire. Rumors have it that greater kinds of demons lurk in the deepest, darkest passageways, waiting to ambush the unwary.

Dragonet

Although smaller cousins of dragons, dragonets are still formidable creatures who make their lairs in almost all of Aden’s mountain ranges. With their enhanced Strength, Health, and armored scales, dragonets often form the front, and most destructive, ranks of nocturnal attacks.

Fallen One

Nothing in Aden is feared more than wizards who succumbed to the temptations of power the Darkfall offered. These creatures have fallen from grace, hence their names, "fallen ones," and search for ways to corrupt the rest of the world. Their inner condition caused their flesh to melt away, allowing others to see what they truly are — abominations.



Floating Brain

No one knows exactly where the floating brains are from or who, if anyone, conjured or created them. What is known, however, is that these magical creatures present a serious threat to spellcasters. Some speculate that these creatures are the minds of long-dead wizards whose Willpowers were so strong, that death could not take them.

Gargoyle

Like most nocturnals, gargoyles have been given life by the Darkfall. They once were simple stone decorations which adorned Aden's citadels and towers. Now, they swoop down from the midnight skies to bash the unwary with their mighty granite fists.

Giant Bee

Giant bees from the Crawling Jungle were once cultivated by Kyanites for their six-inch stingers. Since the Darkfall, however, the bees have become more territorial and aggressive, preferring to "gather" fresh sources of meat instead of pollen. Each strike of the giant bee's stinger can inflict serious damage to unarmored adventurers, and rumors have it that swarms of giant bees have been seen in the northlands, widening their territory and seeking larger prey.

Giant Scorpion

Deep in the Sundered Desert there lies a mysterious valley in which mounds of earth appeared after the Darkfall. Many adventurers from the nearby city of Trubbs traveled to investigate — and never returned. It is rumored that a lone adventurer once returned barely alive, his body punctured several times by a poisoned weapon the size of a man's fist — he spoke of giant scorpions before he died.

Maggot / Worm

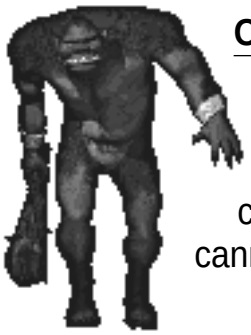
Of the underground creatures affected by the Darkfall, maggots and worms grew to a gigantic size. Their increased hunger for food has now made them seek out Aden's burial grounds, where they enter corpses and devour them from the inside out. Giant maggots have also been known to infest sewage systems and it has been rumored that they are so strong they can drag a man through a sewer grating.

Mantis Warrior

The coasts of the Ocean of Serenity were once a marvel to behold. Since the Darkfall, however, the tides have turned red as blood and the shorelines are haunted by mantis warriors, creatures believed to have been simple insects at one time. Mantis warriors challenge anyone who intrudes upon their domain.

Nightmare

Popular legend had it that upon dying the spirits of the dead were whisked away to the afterlife upon black steeds with wings of fire. After the Darkfall, these legends came to life as the black steeds now named "Nightmares." They prefer to ambush adventurers by swooping out of the night sky, their fiery wings burning everything they touch. In large numbers, nightmares are virtually undefeatable.



Ogre

Ogre clans live deep within the mountainous regions of Aden, where they continue to follow their creed of “might makes right.” Because of this, other races see ogres as domineering, power-hungry brutes. Ogres generally use clubs to “tenderize” their opponents, and some are known to wield hand cannons as well.

Rock Lizard

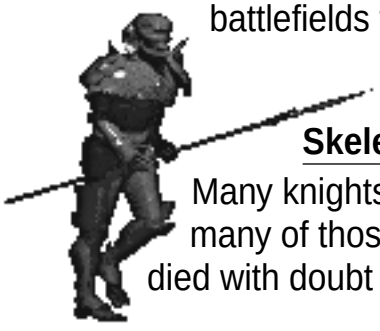
Rock lizards were at one time only creatures in fairy tales which dwelled deep within darkened forests. After the Darkfall, rumors began circulating that small dragon-like creatures were discovered in the rugged canyons of the Charred Peaks. Several mining villages soon perpetuated the rumor, saying that many of their livestock were disappearing in the middle of the night, and sometimes the sentries as well.

Shadow Cat

Of the shadow cats in general, only mountain cats are native to Aden. The other two types of shadow cats, the hellcat, and grimalkin have ominous origins: hell cats reportedly rose from the ashes of the Burning Coast; and grimalkin were once familiars that have been corrupted, and retain much of their masters’ spellcasting abilities.

Skeleton

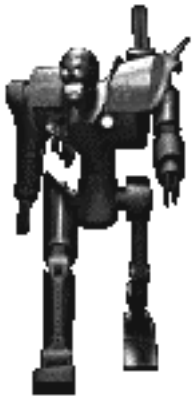
Since the Darkfall, necromancers have often cast spells over the remains of the dead in order to create trustworthy servants who follow orders and do not disturb them with questions. These animated skeletons have mysteriously gained enhanced Strength and Intelligence, and have escaped from their masters. It is rumored they search through graveyards and battlefields to find more skeletons to add to their ranks.



Skeletal Warrior

Many knights of the Radiant Order have died in battles with the nocturnals, and many of those have returned from the grave as skeletal warriors — knights who died with doubt in their hearts. Skeletal warriors still wear the armor of the Radiant

Order and the weapons they died with.



Steam Golem

Steam golems are magical constructs created by mechamages to be used as guardians and builders. Their tireless efforts and enormous Strength made them quite useful, but when the Darkfall came, the mechamages lost control. The steam golems went on a rampage of destruction and chaos, attacking everything in their path.

Troll

Before the Darkfall trolls were scattered across Aden's many lands, and were considered to be dimwitted brutes. After the Darkfall, however, trolls became more unpredictable and savage, almost as it they were being driven to commit unspeakable acts by an unseen force. Their most spectacular abilities are their powers to regenerate damage simply by consuming native elements such as sand, dirt, or rock.

Vermin (Giant Rat)

Four years after the Darkfall, Urbana's ruler, Lord Urbane, decided the ratlings living within the sewers of his cities had been corrupted by nocturnals. His wizards created a poison which instead of killing the rats as intended, mutated them. Many ratlings died, but others developed amazing powers as well as enhanced Strength, Dexterity, and Intelligence. Upon several occasions hordes of vermin have poured from their subterranean lairs and plagued several cities. Vermin are known to often infest cellars, caves, and sewers.

Wraith

The exact origins of wraiths are a mystery, but it is believed that they were once citizens of a town whose evil hearts and desire for power destroyed them. Wraiths are twisted and maniacal undead creatures whose thirst for evil is never quenched.

Zombie

Since the Darkfall, much of Aden's beauty has turned foul, and many places are haunted by nocturnals and their undead zombie slaves. Zombies, different from skeletons, are the magically-animated corpses of any kind of creature, and can afflict disease upon their opponents.

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